

# Michigan GT Dropzone Commander Tournament Pack

## Schedule:

Below is the tentative breakdown of the tournament schedule. Please try to keep on time.

8am - 9am	Registration
9am - 11:30pm	Round 1
11:30pm - 12:15pm	Lunch
12:15pm - 2:45pm	Round 2
2:45pm - 3pm	Break
3pm - 5:30pm	Round 3
5:30pm - 6pm	Prizes and Awards

## Missions:

Here are the 3 chosen missions.

- Take and Extract 2
- Command and Control 2
- Survey and Control 2

## Rules:

As noted in the event description this will be a 1,500 point tournament, and it is the players responsibility to know all current game and unit rules and stats. **We will be using the current V2 Beta rules** which can be found on the TTCombat website at: [WWW.TTCOMBAT.COM](http://WWW.TTCOMBAT.COM) **along with the rules noted in this pack and the Unit document.**

**\*\*Players must submit their lists to Don no later than October 10th Via email: HawkTalonDon@gmail.com**

## Scoring:

These are the most current scoring charts. Please see the T.O. if you're don't know how to properly fill out your tournament score sheet.

<b>VP Difference</b>	<b>Tournament Points Scored</b>
<b>0</b>	<b>10 - 10</b>
<b>1</b>	<b>11 - 9</b>
<b>2</b>	<b>12 - 8</b>
<b>3</b>	<b>13 - 7</b>
<b>4</b>	<b>14 - 6</b>
<b>5</b>	<b>15 - 5</b>
<b>6+</b>	<b>16 - 4</b>

<b>Winners Kill Point Difference</b>	<b>Bonus Tournament Points Scored</b>
<b>0-300</b>	<b>1</b>
<b>301-600</b>	<b>2</b>
<b>601-900</b>	<b>3</b>
<b>901+</b>	<b>4</b>

# TOURNAMENT RESULTS FORM

<b>Player Name</b>		<b>#</b>		<b>Army</b>	
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Game #	Tournament pts	Kill pts	(+/-) Bonus Tournament pts	Total Tournament pts <i>(TP +/- Bonus TP)</i>	Opponents Name and Number	
1						
2						
3						
4						
5						



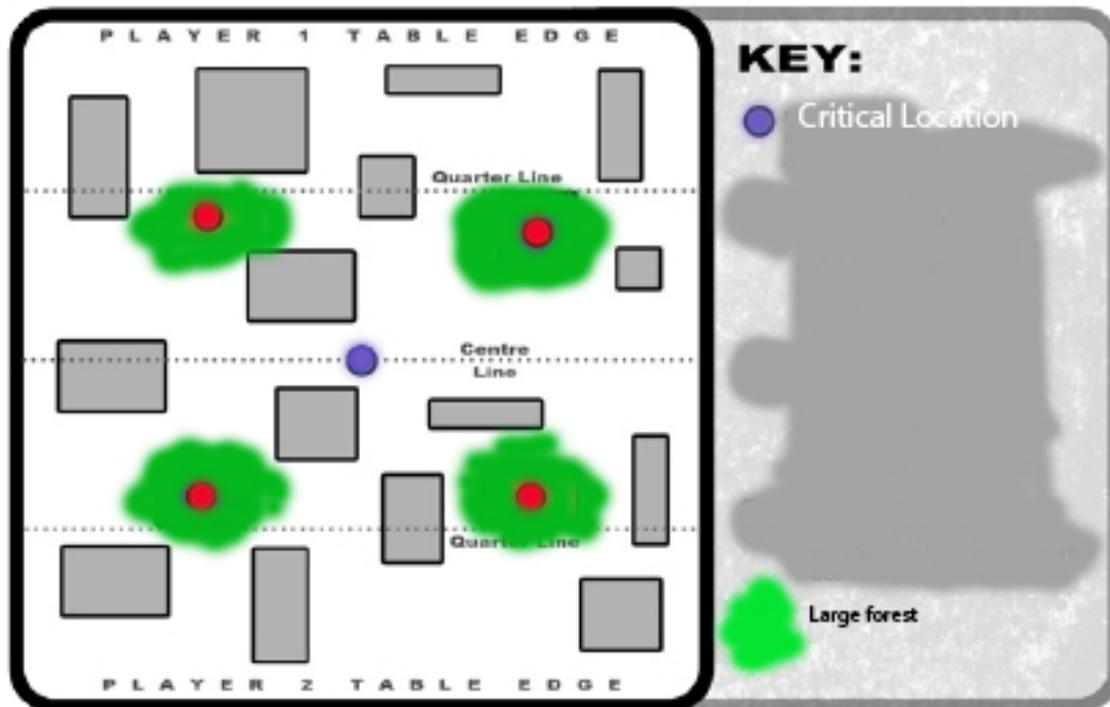
## MOST SPORTING VOTING SLIP

<b>Your Name</b>	
<b>1st Choice Player Name</b>	
<b>2nd Choice Player Name</b>	



## TAKE AND EXTRACT 2

Your forces are advancing and it's critical that the centre of this sector is held by friendly troops. HQ has also identified four priority objectives in the surrounding area - these should be taken and extracted from the combat zone while you secure the area.



**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (all players)

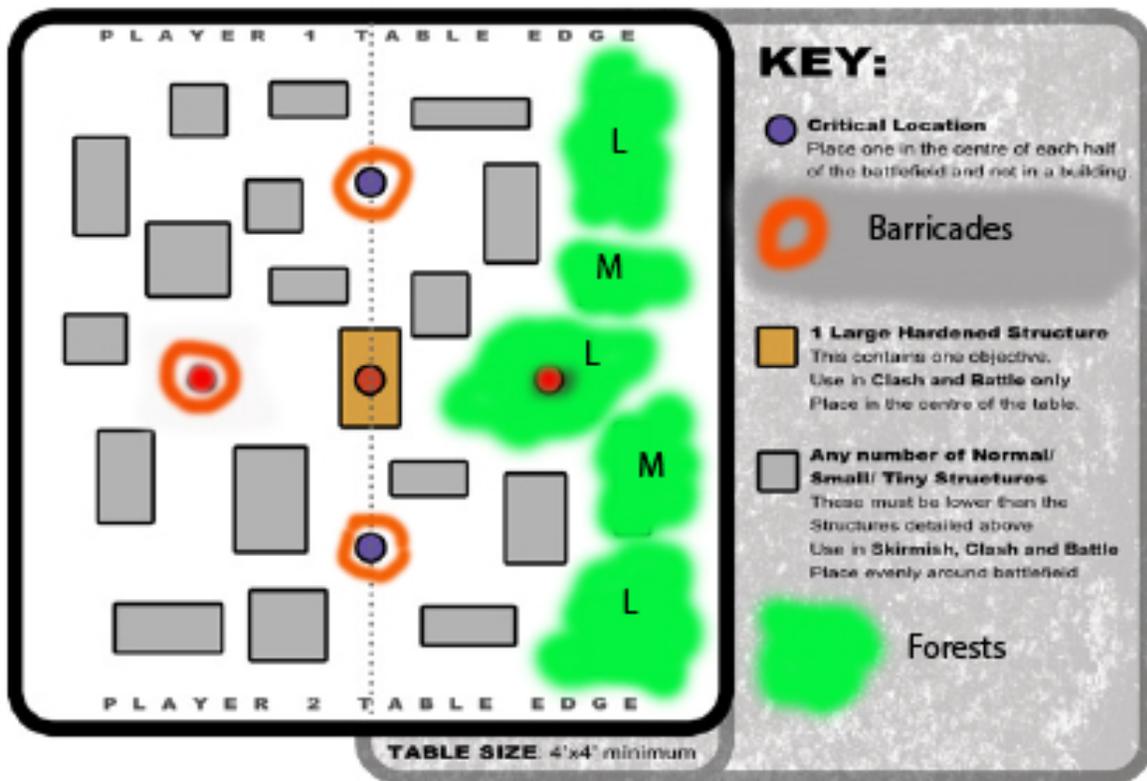
**DEPLOYMENT:** All Battlegroups begin the game in Readiness.

**DURATION:** 6 Turns

**VICTORY CONDITIONS:** The player with the highest number of Victory Points at the end of turn 6 wins the game. If both players end the game with the same number of Victory Points, the game is a draw.

## COMMAND AND CONTROL 2

Control of the critical locations throughout the battle will bring victory to your forces. Hold the intelligence gathering nodes to the bitter end to gain the upper hand in the campaign.



**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (both players)

**DEPLOYMENT:** All Battlegroups begin the game in Readiness.

**DURATION:** 6 Turns

**VICTORY CONDITIONS:** The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

## SURVEY AND CONTROL 2

*In the opening hours of battle, an expeditionary force has been sent to reconnoitre a promising strongpoint. This is an excellent opportunity to identify defensible buildings - the only trouble is that enemy forces are scouting the area as well!*

**KEY:**

- Any number of Structures of any size
- Each contains 1 Piece of Intel
- Place evenly around battlefield at least 4" from each Table Edge

**RECOMMENDED NUMBERS:**

- Skirmish: 5-10 Structures
- Clash: 10-15 Structures
- Battle: 15-20 Structures

\*\* Comms Relay Building Is Indestructible

Extraction Point

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (both players)

**DEPLOYMENT:** All Battlegroups begin the game in Readiness.

**DURATION:** 6 Turns

**VICTORY CONDITIONS:**

The player with the highest number of Victory Points at the end of turn 6 wins the game.

**INTEL:**

Instead of rolling on the standard Intel table when a vehicle Unit or Infantry base moves over a Piece of Intel (or begins its actions inside a structure containing a Piece of Intel as Occupier of the structure), use the table below. Each Structure may only be searched once per side, unless otherwise stated:

**On the Roll of a 6: Extraction**

This Piece of Intel is removed from the game and replaced with a Objective (neither side may roll again in this building). The Objective must be taken to the extraction point instead of the table edge to score the additional point.

**On the Roll of a 2-5: Useful Intelligence:**

The player controlling the Unit immediately scores 1 Victory Point.

**On the Roll of a 1: Booby Trap:**

The Player controlling the Unit immediately scores 1 Victory Point, and then that structure takes D6 Damage Points, (neither side may roll again in this building). Forests take D6 damage points but also suffer D3 Fire tokens

# Unofficial Experimental Rules Updates

## **CQB**

For CQB follow these steps:

1. At the end of the activation for an Infantry group that has started and ended its turn within that location you **MAY** choose to initiate a CQB.
2. Determine the dice pool by adding up the dice of each friendly Infantry base in that location regardless of whether they spent their whole turn in there or not (**remember to subtract 3 dice for infantry bases that have been allocated to shoot from the location and/or search this turn(or will be allocated to), per action taken, to a minimum of 0**). Then apply those dice to enemy Infantry Squads as you see fit.
3. Determine successful hits based on the CGB table and roll all Counter Measures and Dodge saves. Any remaining hits are applied to the most damaged bases first (no more than 1DP per successful hit).
4. Fortitude checks if necessary.

**No more than 1 CBQ per location per turn!**

## **Flame/Fire**

When rolling to hit a location, or unit within a location, with Flame and/or Area weapons apply 1 Fire Token for every result of a 6+.

When rolling to resolve Fire Tokens roll as many D6 as there are Fire Tokens per location and for the following results apply the effects noted here:

- 1-2 - reduce the token count by 1
- 3-5 - the token stays and causes 1 DP to structures and 2 DP to forests
- 6 - add increase the token count by one and structures take 2DP while forests take 4DP.

## **Shooting**

All Groups shoot independently unless sharing a transport with another Group, in which they must shoot at the same time. Current rules still apply if a Transport hasn't been activated with a Battlegroup they remain inactive for the turn.

## **Objectives**

An Objective may only be passed between two Battlegroups in a turn.

## **Special Rules**

### **Devastator (Devastator-X)**

These potent weapons are designed to inflict massive damage to large targets once their armour is penetrated, often by exploding inside or simply through exceptional stopping power. These weapons are represented by an entry on the Weapons Stat Sheet with Devastator followed by a number (e.g. Devastator-2) in the 'Special' section. This weapon does the normal number of damage points times this number against Vehicles and Aircraft.

### **Strafing (Strafe)**

These rapid fire weapons are designed to cut a path through multiple targets. A strafe weapon may allocate its shots to multiple targets, providing that each target Unit/Structure is within 3" of another Unit targeted by this weapon and may normally be fired upon (i.e. is in Line of Sight, range etc).

### **Fragmentation (Frag-X)**

Fragmentation weapons have a wide area of effect but are not an all enveloping explosion, but usually a storm of flying shrapnel which may hit any unlucky enough to be in the blast. These weapons are represented by an entry on the Weapons Stat Sheet with Frag followed by a dice roll value (e.g. Frag 3+) in the 'Special' section.

This weapon is always an Area weapon as well, but does not automatically affect every Unit under the template. Instead of rolling an AC value to hit simply place the template on a legitimate unit (see "shooting" rules), each unit under the template is hit on a D6 roll equal to or higher than the Frag value. Countermeasures apply for all units under the template up to a maximum of 6+, then roll to damage as usual.

If a feature is targeted by this weapon then the SH stat will be based on the template size listed, all other Area weapon rules apply. Small template = SH1, Medium template = SH2, Large template = SH3

**Note:** This weapons template does NOT deviate and you cannot choose to target a unit that would result in a friendly unit being under the template (or feature with friends units inside). All other Area weapon rules apply.

### **Focus Fire (Focus-X)**

Focus Fire weapons work in concert with other copies of the same weapons to achieve far greater power and lethality than can be achieved individually against well armored targets. This may be a design aspect of the weapons itself or it may simply represent the superior teamwork of the shooters. These weapons are represented by an entry on the Weapon Stat Sheet with Focus followed by a number (e.g. Focus-2) in the 'Special' section. Multiple hits against the same Unit from identical Focus Fire weapons fired from a single Squad in Coherency may Focus Fire. One or more Hits may be discarded, and the Focus Fire value (e.g. Focus-2) of each discarded hit may be added to the Energy (E) value of another hit (up to a maximum of E-13).

### **Through Cover**

These weapons feature a system which can circumvent some forms of cover and concealment. Shaltari Microwave cannons and air-bursting shells are typical examples of such weapons. Through cover Weapons ignore Soft Cover.

### **Barrage (Barrage-X) USE SAME CHART IN PHASES 1**

Some weapons send forth such a storm of projectiles that they are able to overcome the countermeasures of their target through sheer weight of fire, these weapons are commonly known as Barrage weapons. These weapons are represented by an entry on the Weapons Stats Sheet with Barrage followed by a value (e.g. Barrage-2) in the 'Special' section. Barrage weapons do not have a fixed R(C) value but rather one dependent upon the total Barrage value used for the shot. Use the table below to determine the countered range and available Area template size for the shot. All Barrage weapons use the Indirect Fire and Area weapon rules, except that a roll of 1 to hit is not ignored as a miss.

Shots marked in red gain Devastator-2 or may double their Devastator value if they already have one.

**Note:** You may use a smaller template at shorter ranges to achieve this if desired.

To determine the weapons's R(F) value and template size (for firing at a target without Active Countermeasures) use the same table as above, but double the Barrage value to a maximum of 12.

When shooting directly at a Structure or Forest, the shot has a Demolisher value equal to that shown on the table for a given Barrage value (use the small template line to determine maximum range). The Demolisher value is NOT doubled like it normally would be for normal Area weapons against features. Barrage weapons may not fire directly at Infantry inside Structures or Forest(they are too imprecise for that!).

If a Squad contains multiple identical weapons with the Barrage rule they MUST all fire as a battery at the same target, combining their shots for greater affect. Add together the Barrage values of all identical weapons in the Squad to determine the shot's Barrage value. Range and Line of Sight can be measured from any Unit in the Squad.

### **Lightning Reflexes**

A select few units feature technologies that allow them to react quickly to changing situations and bring their weapons to bare on unsuspecting targets. These units may fire weapons on the same turn as Disembarking/Embarking from a Transport, but may NOT do both and shoot in the same turn (e.g. it may Disembark and fire immediately OR it may fire and the Embark in the same turn). (**Note: Disregard the 'Shooting When Disembarking' penalties**)

### **Infiltrate (Infiltrate-X)**

Certain units are specially designed to infiltrate the battlefield prior to engagement, allowing them to set up in an advantageous position. Units with this special rule may Direct Deploy even when the scenario would not normally allow them to do so, up to 'X' inches onto the battlefield from any friendly table edge. If Infantry with this special rule deploy into a Structure or Forest containing an Objective or Intel, they may not search on the first turn of the game. If Units use this special rule and have a Transport, that Transport must start the game **In Reserve**.

### **Transition Units**

Transition Units may change their form during battle, adapting their role or abilities to suit the tactical situation. A Transition Unit will have two or more **Mode** stat lines on its Core Stat Sheet, representing any changes that the Transition makes to the Unit's abilities. Both Mode stat lines will ALWAYS have the same number of DP, and sustained DP's transfer whenever a unit Transitions. When Directly Deploying or moving onto the table edge from Readiness you should announce which Mode the Unit will be starting in.

### **Dispersed Formation (DF)**

Some Infantry Squads operate in a widely spaced formation, limiting the effect of a single hit to lone individuals. Infantry which operate in this way are represented by an entry on the Core Stat Sheet by the letters **DF** in the 'Special' section. Such Units can only ever sustain 1DP per hit.

### **Tech Killer**

Features cannot sustain damage from this weapon.

### **Rare Squads**

These are military assets that are extremely limited in availability, either due to special purpose use, difficulty of manufacturer or high value. A Rare Squad will be indicated by an entry on the Core Stat Sheet of the word **Rare** in the 'Special' section. You may only take a maximum of **one** of each Rare Squad in a Skirmish sized game, **two** in a Clash and **three** in a Battle. This restriction applies to each Rare Squad individually (you may take two DIFFERENT types of Rare Squads in a Skirmish for example).

### **Hovercraft**

These are air cushion type vehicles for amphibious and land based high speed operations. With Great skill and experience, Resistance groups have perfected their use in lightning, frontline assaults. Hovercrafts follow all the normal rules for skimmers with the following exceptions. Weapons shooting at a Hovercraft suffer a +1 modifier to their AC value (to a maximum of 6+) instead of the normal +2 modifier. A hovercraft does not halve its MV value when entering the table from readiness. A Unit Disembarking/Embarking from a Hovercraft mat forfeit its second Disembark/Embark allocation to fire its weapons in the same turn (**Note: Disregard the 'Shooting When Disembarking' penalties**). Disembarking and not moving further still counts as moving 1" for the purpose of shooting.

### **Drill Units**

A key part of almost all Resistance tunnel attacks is the Breaching Drill. These are used to break through from an underground tunnel to the surface. The most popular design builds in an integral central passage, allowing units lying in wait to burst topside through the drill as soon as the breach is made. Such units are represented by the word Drill in place of their unit category on their Core Stat Sheet.

Drill units do not deploy or active like regular units. They do not take up any Army Roster slots and are not part of any Squad or Battlegroup. They automatically start the game in Readiness but can only be deployed on turns 2-4 at the END of Phase One:

- 1) Choose point of entry: Pick any point on the battlefield that would be passable for vehicles at ground level.
- 2) Roll to determine inaccuracy: Digging a hole to the surface is seldom a precise art! The actual location in which the Drill will emerge is D6+1 inches from the chosen point of entry in a random direction determined by a spinner or other direction determining device.
- 3) Place Drill: Place the center of the Drill model's main body or base over this point. If the model cannot be placed due to impassable terrain (If a terrain feature is in the way for example), then move the point of entry back towards the original chosen point until the model can be placed legitimately.
- 4) Sit tight! Once the Drill has been placed it cannot be moved or activated for the rest of the game.

**Note:** In order to use Drills you must have as many Subterranean Squads as you do Drills in your Army List.

### **Subterranean Squads**

Any forces which are planning to assault from the tunnels will need to have started the battle in position underground, although only smaller units are suitable for such operations. Squads which can begin the game underground are indicated by the term "Subterranean" in the 'Special' section of their Core Stat Sheet. At the beginning of the game, any number of these Squads may elect to begin underground, in which case they may not enter the battlefield from a friendly table edge or deploy conventionally during the game. Instead, these squads may deploy from any placed Drill Unit as if the center of the model was a normal table edge, although they may not shoot on the same turn as doing so. Squads with the Subterranean rule may leave the battlefield through the Drill in the same way, even if they did not initially begin the game underground. Only one squad may deploy from or leave the battlefield per Drill per turn.

If all Drills are destroyed then any Squads still underground are effectively stranded and cannot enter the battlefield, although they do not count towards enemy kill points as they have not been destroyed.

### **Command Cards**

No changes will be applied to command cards unless they obviously directly oppose current and experimental V2 rules. Use at your own risk.